

CLAIMS:

2 I claim

3 1.A word game comprising

4 a sesquipedalian and

5 an answer:

6 said sesquipedalian being created from one or more words, phrases, names,

7 and/or titles; and

8 said answer being the translation of said sesquipedalian.

9

10 2.A word game according to claim 1 further comprising

11 one or more clues:

12 said clues being definitions of one or more of the words, phrases, names,

13 and/or titles making up said sesquipedalian.

15 3. A word game according to claim 1 further comprising

16 one or more clues and

17 topic indicia:

18 said clues being definitions of one or more of the words, phrases, names,

19 and/or titles making up said sesquipedalian;

20 said topic indicia providing the category of the sesquipedalian.

21

22 4. A word game according to claim 1 further comprising

23 one or more clues,

24 topic indicia, and

25 a scoring indicia:

26 said clues being definitions of one or more of the words, phrases, names,

27 and/or titles making up said sesquipedalian;

28 said topic indicia providing the category of the sesquipedalian;

29 said scoring indicia being an indication of the amount of help provided by using

30 one or more of said clues.

1
2 5.A word game comprising

3 a sesquipedalian,

4 an answer,

5 a first display area and

6 a second display area:

7 said sesquipedalian being created from one or more words, phrases, names,
8 and/or titles;

9 said answer being the translation of said sesquipedalian;

10 said first display area providing an area for display of said sesquipedalian; and

11 said second display area providing an area for display of said answer.

12
13 6. A word game according to claim 5 further comprising

14 topic indicia and

15 a third display area:

16 said topic indicia identifying the subject of the said sesquipedalian;

17 said third display area providing an area for displaying said topic indicia.

18
19 7. A word game according to claim 5 further comprising

20 topic indicia,

21 one or more clues,

22 a third display area, and

23 a fourth display area:

24 said topic indicia identifying the subject of the said sesquipedalian;

25 said clues being definitions of one or more of the words, phrases, names,

26 and/or titles making up said sesquipedalian;

27 said third display area providing an area for displaying said topic indicia; and

28 said fourth display area providing an area for displaying said clues.

1 8.A word game according to claim 5 further comprising
2 a topic indicia,
3 one or more clues,
4 scoring indicia,
5 a third display area,
6 a fourth display area, and
7 a fifth display area:
8 said topic indicia identifying the subject of the said sesquipedalian;
9 said clues being definitions of one or more of the words, phrases, names,
10 and/or titles making up said sesquipedalian;
11 said scoring indicia being an indication of the amount of help provided by using
12 one or more of said clues;
13 said third display area providing an area for displaying said topic indicia;
14 said fourth display area providing an area for displaying said clues; and
15 said fifth display area providing an area for displaying said scoring indicia.

16 9.A word game according to claim 5 further comprising
17 topic indicia,
18 one or more clues,
19 scoring indicia,
20 scoring status,
21 a third display area,
22 a fourth display area ,
23 a fifth display area, and
24 a sixth display area:
25 said topic indicia identifying the subject of the said sesquipedalian;
26 said clues being definitions of one or more of the words, phrases, names,
27 and/or titles making up said sesquipedalian;
28 said scoring indicia being an indication of the amount of help provided by using
29 one or more of said clues;
30 said scoring status providing an overall indication of the progress of the player;

1 said third display area providing an area for displaying said topic indicia;
2 said fourth display area providing an area for displaying said clues;
3 said fifth display area providing an area for displaying said scoring indicia; and
4 said sixth display area providing an area for displaying the scoring status.

5

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7 10. A word game comprising

8 a game board,

9 cards,

10 markers, and

11 dice:

12 said board having one or more spaces,

13 said spaces forming a continuous closed path and having

14 topic indicia;

15 said topic indicia indicating which type of said card

16 to draw;

17 said cards having

18 a front face,

19 a back face, and

20 a topic indicia;

21 said front face displaying a sesquipedalian,

22 said sesquipedalian being created from one or more words,

23 phrases, names, and/or titles;

24 said back face displaying an answer,

25 said answer being the translation of said sesquipedalian;

26 and

27 said topic indicia indicating the category of said sesquipedalian.

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29 11. A word game according to claim 10 further comprising

30 one or more clues:

1 said clues being the definitions of one or more of the words, phrases, names,
2 and/or titles making up said sesquipedalian;
3 said clues being displayed on said back face of said card.

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5 12. A word game according to claim 10 further comprising

6 one or more clues and

7 scoring indicia:

8 said clues being definitions of one or more of the words, phrases, and/or
9 titles making up said sesquipedalian;

10 said clues being displayed on said back face of said card; and

11 said scoring indicia being an indication of the amount of help provided by
12 using one or more of said clues,

13 said scoring indicia being displayed on said front face of said card.

14

15 13. A word game according to claim 10 further comprising

16 one or more clues,

17 scoring indicia, and

18 scoring status:

19 said clues being definitions of one or more of the words, phrases, names, or titles
20 making up said sesquipedalian,

21 said clues being displayed on said back face of said card;

22 said scoring indicia being an indication of the amount of help provided by
23 using one or more of said clues,

24 said scoring indicia being displayed on said front face of said card; and
25 said scoring status providing a overall indication of the progress of a player.

26

27 14. A method of developing a word game comprising

28 answer identification and

29 sesquipedalian creation:

1 said answer identification being determined from one or more words,
2 phrases, names, and/or titles;
3 said sesquipedalian being the translation of said answer.
4

5 15. A method according to claim 14 further comprising

6 Clue development:

7 Said clue development being the definition of one or more of the words,
8 phrases, names, and/or titles making up the sesquipedalian.

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10 16. A method according to claim 14 further comprising

11 Clue development and

12 Scoring indicia:

13 Said clue development being the definition of one or more of the words,
14 phrases, names, and/or titles making up the sesquipedalian;
15 Said scoring indicia providing an indication of the amount of help said clues
16 provided.